Militia Archer: LG M Humanoid (Human) Ftr4

HD: 4 (30 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 30 ft.
ATK: Sword +6 (1d6+2/19–20); **or** bow +9 (1d8+4/×3)
SV: Fort +5, Ref +4, Will +2
AB: S 14, D 16, Cn 13, I 10, W 12, Ch 8
SK/F: Lis +1, Spot +4; Climb +9, Intim +6, Ride +4; Coordinated Shot* (ignore cover from allies on rg atk), Pt Blk Shot, Pow Atk, Prec Shot
POSS: *+1 leather,* mwk comp longbow (+2 Str) w/ 50 arrows, short sword, 2 *pot cure mod*
CR: 4

*Heroes of Battle

Dwarf Maulfighter: LG M Humanoid (Dwarf) Ftr8

HD: 11 (82 hp) **INIT:** –1
AC: 21 (T 11, FF 21) **SPD:** 20 ft.
ATK: Maul +13/+8 (1d10+7/19–20/×3, magic)
SA/SQ: Darkvision 120 ft., dwarf traits
SV: Fort +9, Ref +3, Will +3
AB: S 16, D 8, Cn 16, I 10, W 12, Ch 12
SK/F: Lis +3, Spot +5; Intim +11; Brutal Strike* (sicken enemy damaged by Pow Atk 1 rd, Fort 10 + Pow Atk bonus neg), Cleave, Pow Atk, Resounding Blow** (enemy hit by crit cowers 1 rd, Will 15 neg)
POSS: *+2 full plate, ring prot +2, +1 maul, pot heroism, 2 pot cure ser*
CR: 8

*Player's Handbook II **Book of Exalted Deeds †Complete Warrior

Angel of Vengeance*: LG L Outsider (Angel, Extraplanar, Good)

HD: 11 (82 hp) **INIT:** +5
AC: 29 (T 10, FF 28) **SPD:** 40 ft., F 40 ft. (G)
ATK: Sword +18/+13/+8 (2d6+7/19–20, good, magic)
SA/SQ: Darkvision 60 ft., low-light; +4 saves poison, DR 10/evil, protective aura (20 ft., +4 AC/saves evil, *mag circ evil/l globe invuln*), imm acid, cold, and petrif, reach 10 ft., resist elec 10 and fire 10, SR 26, word of truth* 3/day (60-ft.-radius, 5d4 sonic, daze 1 rd; Will 22 neg)
SV: Fort +10, Ref +8, Will +12
AB: S 19, D 13, Cn 16, I 18, W 20, Ch 25
SK/F: Lis +19, Spot +19; Bluff +21, Conc +17, Dipl +25, Intim +23, Srch +18, S Mot +19, Spell +20; Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 11th) At will—*mass aid*** (as *aid*, allies within 30 ft.), *cont fl, det evil, rem fear, pl shift* (self), *see invis*; 3/day—*mass curse of ill omen*** (210 ft., 20-ft.-radius; –3 atk/save/chk; DC 22), *gr heroism, holy word* (DC 24)
POSS: Mithral breastplate, mithral hvy shld, *+3 longsword*
CR: 10 **ECL:** 17 *New creature **Spell Compendium

Sphinx: LG L Magical Beast

HD: 8 (52 hp) **INIT:** +5
AC: 21 (T 10, FF 20) **SPD:** 40 ft., F 60 ft. (Pr)
ATK: 2 claws +11 (1d6+4)
SA/SQ: Darkvision 60 ft., low-light; pounce (full atk when charging, rake), rake 1d6+2 (+11 atk)
SV: Fort +7, Ref +7, Will +8
AB: S 19, D 12, Cn 13, I 18, W 19, Ch 19
SK/F: Lis +15, Spot +15; Bluff +15, Conc +12 (+16 cast def), Dipl +8, Intim +17, S Mot +15
SPELLS: (Spell-Like Abilities; CL 14th) 3/day—*clairaud/clairvoy, det mag, r mag, see invis*; 1/day—*comp lang, loc obj, disp mag, rem curse*; 1/week (CL 18th)—1 each of *symbol fear/insan/pain/persuas/sleep/stun* (DC 22, 1 wk)
CR: 8
ECL: 12

Human Cleric of Bahamut: LG M Humanoid (Human) Clr8

HD: 7 (56 hp) **INIT:** +1
AC: 22 (T 11, FF 21) **SPD:** 20 ft.
ATK: Pick +11/+6 (1d6+4/×4, magic)
SA/SQ: +4 saves dragon frightful presence, reroll 1/day, turn undead 3/day (+2, 2d6+7, 7th)
SV: Fort +8, Ref +3, Will +9
AB: S 16, D 12, Cn 14, I 8, W 16, Ch 10
SK/F: Lis +3, Spot +3; Bluff +2, Conc +6, Dipl +1 (+5 dragons), Intim +7, Spell +4
SPELLS: 4th—*death ward, div pow, voice of the dragon** (self, 70 min.; +10 Bluff, Dipl, Intim, use *suggest* 1 target); 3rd—*aid, disp mag* (2), *energy vulnerability*** (7 rd, up to 14 HD, 10-ft. radius, 170 ft.; vuln 1 energy type), *prot energy*; 2nd—*align wpn, b's strength, res energy, sound bst* (DC 14), *spirit wpn*; 1st—*bless* (2), *div favor, entropic shld, sanct, shld faith*. Domains: Luck, Dragon*
POSS: *+1 full plate,* mwk hvy steel shld, *+1 hvy pick, gauntlets ogre pow*
CR: 7 *Draconomicon **Player's Handbook II

Animated Statue: N M Construct

HD: 5 (47 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Sword +6 (1d8+2/19–20, magic)
SA/SQ: Darkvision 60 ft., low-light; construct traits, hardness 8
SV: Fort +1, Ref +1, Will –4
AB: S 15, D 10, Cn —, I 6, W 1, Ch 1
SK/F: Lis +1, Spot +1; Pow Atk
POSS: *+1 longsword*
CR: 3

Thundertusk Boar (Warbeast* Dire Boar): N L Animal

HD: 7 (60 hp) **INIT:** +0
AC: 18 (T 9, FF 18) **SPD:** 40 ft.
ATK: Gore +14 melee (1d8+15)
SA/SQ: Low-light, scent; combative mount* (armor proficiency, rider gets +2 Ride), ferocity (fight below 0 hp)
SV: Fort +10, Ref +5, Will +9
AB: S 30, D 10, Cn 20, I 2, W 15, Ch 8
SK/F: Lis +10, Spot +10; Endur
POSS: Studded leather barding
CR: 5

*Monster Manual II

Macetail Behemoth: N L Animal

HD: 10 (75 hp) **INIT:** –1
AC: 25 (T 8, FF 25) **SPD:** 30 ft.
ATK: Tail +14 (2d6+10)
SA/SQ: Low-light; tail sweep (10-ft.-radius semicircle, 2d6+10; Ref 18 half)
SV: Fort +10, Ref +5, Will +4
AB: S 25, D 7, Cn 16, I 1, W 12, Ch 8
SK/F: Lis +8, Spot +8; Surv +4; Tail Sweep Knockdown* (knock prone creatures within tail sweep that fail Ref save)
CR: 6

*Draconomicon

Dwarf Brawler: LG M Humanoid (Dwarf) Mnk8

HD: 8 (55 hp) **INIT:** +1
AC: 16 (T 16, FF 14) **SPD:** 40 ft.
ATK: Unarmed strike +9/+9 (2d6+2, magic) **or** +8/+8/+3 (2d6+2, magic)
SA/SQ: Darkvision 60 ft.; dwarf traits, evasion, imm disease, still mind, slow fall 40 ft., stun fist 9/day (DC 17), wholeness of body 16/day
SV: Fort +8, Ref +7, Will +9
AB: S 15, D 13, Cn 14, I 8, W 16, Ch 8
SK/F: Lis +3, Spot +3; Bal +14, Jump +19, Tmbl +14; Cbt Reflex, Imp Bull Rush, Imp Trip, Pow Atk
POSS: *Monk's belt*
CR: 8

Cliffwalk Archer (Shifter*): CG M Humanoid (Shapechanger) Bbn1/Ftr6

HD: 7 (59 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 40 ft.
ATK: Sword +10/+5 (1d8+3/19–20, magic); **or** bow +12/+7 (1d8+3/×3, magic)
SA/SQ: Low-light; rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), shifting 1/day (cliffwalk, 5 rds: +2 Dex, climb 30 ft.), trap sense +1, uncanny dodge
SV: Fort +9, Ref +5, Will +3
AB: S 15, D 16, Cn 14, I 8, W 12, Ch 6
SK/F: Lis +1, Spot +5; Bal +5 (+6 shifted), Climb +12 (+20 shifted), Jump +8; Coordinated Shot** (ignore cover from allies on rg atk), Dodge, Mobil, Pt Blk Shot, Prec Shot, Shot on the Run
POSS: *+1 leather, +1 comp longbow* (+2 Str) w/ 50 arrows, *+1 longsword, 2 pot cure mod*
CR: 7

*Eberron™ Campaign Setting **Heroes of Battle

Merchant Guard: NG M Humanoid (Human) War3

HD: 3 (19 hp) **INIT:** +1
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Sword +5 (1d8/19–20)
SV: Fort +4, Ref +2, Will +1
AB: S 11, D 13, Cn 12, I 8, W 10, Ch 9
SK/F: Lis +0, Spot +2; Intim +5, Ride +2; Dodge
POSS: Chainmail, hvy steel shield, mwk longsword
CR: 2

Bruenor Battlehammer: NG M Humanoid (Dwarf) Ftr13

HD: 13 (154 hp) **INIT:** +0
AC: 24 (T 10, FF 24) **SPD:** 20 ft.
ATK: Axe +21/+16/+11 (1d10+11/19–20/×3, magic)
SA/SQ: Darkvision 60 ft.; dwarf traits
SV: Fort +14, Ref +4, Will +7
AB: S 18, D 10, Cn 22, I 15, W 13, Ch 13
SK/F: Lis +1, Spot +3; Climb +0, Dipl +7, H Animal +3, Intim +7, Jump +3, Ride +6; B-Fight, Cleave, Diehard, Endur, Gr Cleave, Imp Bull Rush, Imp Sunder, Leader 14, Pow Atk
POSS: *+3 half-plate, +2 hvy steel shld, +3 keen dwarven waraxe, gauntlets ogre pow, periapt wound closure, pot cure ser, pot heroism*
CR: 13

Elf Conjurer: CG M Humanoid (Elf) Wiz7

HD: 7 (33 hp) **INIT:** +0
AC: 10 (T 10, FF 10) **SPD:** 30 ft.
ATK: Staff +4 (1d6+1, magic)
SA/SQ: Low-light; elf traits **SV:** Fort +3, Ref +2, Will +6
AB: S 10, D 10, Cn 12, I 18, W 13, Ch 12
SK/F: Lis +3, Spot +6; Conc +11 (+15 cast def), Srch +6, Spell +16 (+18 conj)
SPELLS: (Conjurer) 4th—*ice storm, l globe invuln, sum mon IV*; 3rd—*curse of arrow attraction** (170 ft., 7 rds, –5 AC rg atk; DC 17), *disp mag, fly, M's unicorn arrow** (170 ft., +3 rg tch; 1d8+8, bull rush DC 21); 2nd—*glitter* (DC 17), *res energy* (2), *see invis, tch idiocy* (+3 tch); 1st—*Kelgore's fire bolt** (2; 170 ft., 5d6 fire/1d6 fire if don't overcome SR; DC 16), *mag armor, shld* (2), *shock gr* (+3 tch); 0—*acid spl* (2; +3 rg tch), *det mag* (2), *flare* (DC 14)
POSS: *+1 quarterstaff, headband int +2, pot cure mod*, scroll *cloudkill*, scroll *tport*
CR: 7

*Player's Handbook II

Warhorse, Heavy: N L Animal

HD: 4 (30 hp) **INIT:** +1
AC: 14 (T 10, FF 13) **SPD:** 50 ft.
ATK: 2 hooves +6 (1d6+4) *and* bite +1 (1d4+2)
SA/SQ: Low-light, scent
SV: Fort +7, Ref +5, Will +2
AB: S 18, D 13, Cn 17, I 2, W 13, Ch 6
SK/F: Lis +5, Spot +4; Endur, Run
POSS: Bridle, military saddle
CR: 2

Bruenor Battlehammer: NG M Humanoid (Dwarf) Ftr13

Elf Conjurer: CG M Humanoid (Elf) Wiz7

Black Woods Dryad: N M Fey

HD: 4 (26 hp) **INIT:** +8
AC: 17 (T 14, FF 13) **SPD:** 40 ft.
ATK: 2 claws +6 (1d6+3)
SA/SQ: Low-light; DR 5/cold iron or slash, plant traits, roots of the earth (as *entang*, 10-ft.-radius around dryad, 1 min.; Ref 15 neg), stability (+4 against bull rush, trip), tree dependent (stay within 300 yds of home tree or die in 4d6 hrs), woodland stride
SV: Fort +4, Ref +5, Will +6
AB: S 16, D 19, Cn 17, I 14, W 15, Ch 12
SK/F: Lis +9, Spot +9; Esc +11, Hide +11 (+15 forest/overgrowth), Intim +8, M Sil +11 (+15 forest/overgrowth), Surv +9
CR: 3

Farmer: NG M Humanoid (Human) Com1

HD: 1 (3 hp) **INIT:** +1
AC: 11 (T 11, FF 10) **SPD:** 30 ft.
ATK: Spear +1 (1d8+1/×3)
SV: Fort +0, Ref +1, Will –1
AB: S 13, D 12, Cn 11, I 10, W 9, Ch 8
SK/F: Lis +0, Spot +3; H Animal +2, Prof (farmer) +6
POSS: Hoe (counts as spear)
CR: 1/2

Capricious Copper Dragon (Young Adult): CG L Dragon (Earth)

HD: 17 (161 hp) **INIT:** +0

AC: 25 (T 9, FF 25) **SPD:** 40 ft., F 150 ft. (Pr)

ATK: Bite +20 (2d6+4, magic) *and*
2 claws +18 (1d8+2, magic) *and*
2 wings +18 (1d6+2, magic) *and*
tail slap +18 (1d8+6, magic)

SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (line, 80 ft., 10d4 acid, Ref 21 half **or** cone, 40 ft., *slow* 1d6+5 rds, Fort 21 neg), DR 5/magic, frightful presence (150 ft., 16 HD or fewer, Will 21 neg), imm acid, paral, and sleep, reach 10 ft. (bite), SR 19, spider climb

SV: Fort +13, Ref +10, Will +13 **AB:** S 19, D 10, Cn 17, I 16, W 17, Ch 16

SK/F: Lis +23, Spot +23; Bluff +23, Conc +18, Jump +20, Srch +23, S Mot +23, Spell +12; Flyby Atk, Pow Atk, Shock Wave* (full rd, tail, 85-ft. radius, bull rush every creature in range), Wingover

SPELLS: Known (5/7/6; CL 5th) 2nd—*min image* (DC 15), *T's laughter* (DC 16); 1st—*grease* (DC 14), *l confus* (DC 15), *ray enfeeble* (+16 rg tch), *shock grp* (+20 tch)

CR: 11 **Draconomicon*

Gelatinous Cube: N L Ooze

HD: 4 (54) **INIT:** –5

AC: 4 (T 4, FF 4) **SPD:** 15 ft.

ATK: Slam +2 (1d6 plus 1d6 acid plus paralysis)

SA/SQ: Blind, blindsight 60 ft.; engulf (overrun, Ref 13 avoids; paral), imm elec, ooze traits, paral (3d6 rds; Fort 20 neg), reach 10 ft., transparent (Spot DC 15 to notice)

SV: Fort +9, Ref –4, Will –4

AB: S 10, D 1, Cn 26, I —, W 1, Ch 1

CR: 3

Eternal Blade: CG M Humanoid (Elf) Wbl10*/Ebl1*

HD: 11 (98 hp) **INIT:** +8

AC: 20 (T 14, FF 20) **SPD:** 30 ft.

ATK: Sword +15/+10/+5 (1d8+5/17–20, magic)

SA/SQ: Low-light; battle ardor* (+1 to confirm crit), battle cunning* (+1 dmg to FF or flanked), blade guide* (AC 18, 98 hp, fly 30 ft. [Pf], incorporeal), elf traits, eternal training 1/day* (+1 atk/dmg against 1 creature type; or use 1 Devoted Spirit or Diamond Mind maneuver), imp uncanny dodge

SV: Fort +11, Ref +8, Will +2 **AB:** S 14, D 18, Cn 14, I 12, W 8, Ch 10

SK/F: Lis +1, Spot +1; Bal +10, Conc +18, Dipl +14, Jump +12, Martial Lore* +15, Srch +3, Tmbl +14; Blade Meditation* (+1 dmg Diamond Mind), Cbt Reflex, Pow Atk

SPELLS: Maneuvers* Known (5 readied): Diamond Mind—bounding assault (move twice, attack), insightful strike (dmg = Conc check), moment of perfect mind (Conc check instead of Will save), rapid counter (immed melee atk against foe provoking AoO); Iron Heart—iron heart surge (end 1 spell/effect, +2 atk 1 rd), steely strike (+4 atk against 1 enemy, others get +4 atk against wielder 1 rd) Stances* Known: Diamond Mind—hearing the air (blindsense 30 ft., +5 Lis), stance of clarity (+2 AC against chosen foe, –2 AC others); White Raven—bolstering voice (60 ft., +2 Will/+4 Will fear)

POSS: Elven chain, mithral lt shld, *+1 keen longsword, am health* +2, 3 *pot cure ser, pot heroism*

CR: 8

**Book of Nine Swords:* Wbl = warblade class; Ebl = eternal blade prestige class

Tiefling Cleric: CN M Outsider (Native) Clr6

HD: 6 (48 hp) **INIT:** +1

AC: 17 (T 11, FF 16) **SPD:** 20 ft.

ATK: Dagger +6 (1d4+1/19–20)

SA/SQ: Darkvision 60 ft.; *dark* 1/day (CL 6th), gr turning 1/day (destroy), feat str 1/day (+6 Str), resist cold 5, elec 5, and fire 5, turn undead 3/day (+2, 2d6+7, 7th)

SV: Fort +7, Ref +3, Will +8

AB: S 12, D 12, Cn 14, I 10, W 16, Ch 11

SK/F: Lis +3, Spot +3; Bluff +2, Conc +7 (+11 cast def), Hide +0, Spell +6

SPELLS: 3rd—*disp mag, mag vest, sear lgt* (2; +5 rg tch); 2nd—*aid, b's strength, sound bst* (2; DC 15), *spirit wpn*; 1st—*bless* (2), *cmd* (2; DC 14), *enl per*; 0—*det mag* (2), *r mag, resist* (2). Domains: Strength, Sun

POSS: *+1 breastplate,* mwk dagger, *pot cure crit,* scroll *restor*

CR: 6

ECL: 7

Mercenary General: N M Humanoid (Human) Ftr5/Swb3*/Leg1**

HD: 9 (80 hp) **INIT:** +1

AC: 15 (T 11, FF 14) **SPD:** 35 ft.

ATK: Rapier +13/+8 (1d6+8/18–20, magic)

SA/SQ: Imm fear, legendary reputation** (+1 Dipl unless unfriendly or hostile), natural commander** (cmd rating = class lvl)

SV: Fort +12, Ref +6, Will +8

AB: S 14, D 12, Cn 16, I 13, W 8, Ch 12

SK/F: Lis –1, Spot +2; Bluff +8, Dipl +10, H Animal +10, Intim +12, S Mot +6, Ride +12, Tmbl +6; Cbt Expert, Expert Tactician† (if hit with AoO, allies get +2 atk/dmg against that opponent 1 rd), Leader 10, Mt Cbt

POSS: Mwk chain shirt, +2 *rapier, cloak Cha* +2, 2 *pot cure mod*

CR: 9

**Complete Warrior:* Swb = swashbuckler class
***Heroes of Battle:* Leg = legendary leader prestige class †*Complete Adventurer*

Halfling Enchanter: CG S Humanoid (Halfling) Wiz5

HD: 5 (24 hp) **INIT:** +2

AC: 13 (T 13, FF 11) **SPD:** 20 ft.

ATK: Dagger +2 (1d3–1/19–20)

SA/SQ: Halfling traits, snake familiar (12 hp, AC 20, Int 8)

SV: Fort +5, Ref +5, Will +7

AB: S 8, D 15, Cn 14, I 16, W 12, Ch 8

SK/F: Lis +5, Spot +5; Bluff +5, Climb +1, Conc +10, Jump –5, M Sil +4, Spell +13 (+15 ench); Spell Pen

SPELLS: (Enchanter) 3rd—*disp mag, hesitate** (2; immed, 35 ft., move actions only, 7 rds; DC 17, save each rd); 2nd—*daze mon* (DC 16), *mirr image, vertigo** (35 ft., Bal DC 10 to move unless fly, –2 atk/saves, 7 rds; DC 15, flying +4 saves), *whelming blast** (30-ft. cone, 3d6 nonlethal; DC 16); 1st—*exp retr, mag armor, whelm** (3; 35 ft., 3d6 nonlethal; DC 15); 0—*daze* (DC 14), *det mag* (2), *light, r mag*

POSS: Mwk dagger, *cloak resist +1, wand mag missile* (5th)

CR: 5 **Player's Handbook II*

Tiefling Rogue: CN M Outsider (Native) Rog5

HD: 5 (25 hp) **INIT:** +4

AC: 17 (T 14, FF 17) **SPD:** 30 ft.

ATK: Rapier +6 (1d6+1/18–20, magic) *and*
dagger +6 (1d4/19–20); **or**
rapier +8 (1d6+1/18–20, magic)

SA/SQ: Darkvision 60 ft.; *dark* 1/day (CL 5th), evasion, sneak atk +3d6, trap sense +1, trapfinding, uncanny dodge

SV: Fort +2, Ref +8, Will +2

AB: S 10, D 18, Cn 13, I 10, W 12, Ch 12

SK/F: Lis +9, Spot +9; Bal +6, Bluff +11, Hide +14, Intim +11, M Sil +12, S Mot +9, Tmbl +12

POSS: Mwk studded leather, *+1 rapier,* mwk dagger, *elixir sneak*

CR: 5

ECL: 6

Visejaw Crocodile: N L Animal

HD: 5 (53 hp) **INIT:** +0

AC: 16 (T 9, FF 16) **SPD:** 20 ft., S 30 ft.

ATK: Bite +10 (1d8+12)

SA/SQ: Low-light; hold breath 88 rds, imp grab (grp +19, pin L or smaller)

SV: Fort +10, Ref +4, Will +2

AB: S 27, D 10, Cn 22, I 1, W 12, Ch 2

SK/F: Lis +3, Spot +3; Hide +7 (+11 water, +17 submerged), Swim +16

CR: 4

Halfling Rogue: CG S Humanoid (Halfling) Rog5

HD: 5 (25 hp) **INIT:** +4

AC: 18 (T 15, FF 18) **SPD:** 20 ft.

ATK: Sword +9 (1d4/19–20); **or**
dagger +10 rg (1d3/19–20)

SA/SQ: Evasion, halfling traits, sneak atk +3d6, trap sense +1, trapfinding, uncanny dodge

SV: Fort +3, Ref +9, Will +2

AB: S 10, D 18, Cn 13, I 14, W 10, Ch 8

SK/F: Lis +10, Spot +8; Bal +9, Bluff +4, Climb +2, D Dev +10, Hide +14, Jump +6, M Sil +14, Open L +12, Srch +10, Slgt Hand +8, Tmbl +14; Dodge

POSS: *+1 leather,* mwk short sword, 4 daggers, *pot c's grace, pot exp retr,* 2 *pot cure lt*

CR: 5

Osyluth: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

31/60 ★ Illus. Arnie Swekel

Manticore Sniper: LE L Magical Beast

HD: 6 (57 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., F 50 ft. (Cl)
ATK: 2 claws +10 (2d4+5) *and* bite +8 (1d8+2); **or** 6 spikes +8 rg (1d8+2/19–20)
SA/SQ: Darkvision 60 ft., low-light, scent; spikes (180 ft., max 24/day)
SV: Fort +9, Ref +7, Will +3
AB: S 20, D 15, Cn 19, I 7, W 12, Ch 9
SK/F: Lis +5, Spot +9; Surv +2; Flyby Atk, Track
CR: 5
ECL: 9

D&D ROLEPLAYING STATS Illus. Jim Nelson

Astral Stalker*: LE M Outsider (Extraplanar)

HD: 12 (126 hp) **INIT:** +9
AC: 30 (T 20, FF 25) **SPD:** 50 ft., C 20 ft.
ATK: 2 claws +20 (1d6+7/19–20, magic); **or** throat dart +17 rg (1d4+7, magic plus poison)
SA/SQ: Darkvision 120 ft., scent; camouflage (hide in any terrain), DR 10/magic, elusive prey* (trackers –10 Surv chks), evasion, poison (Fort 22, paral 1d4 rd/—), sneak atk +2d6, swift tracker (track at full spd, no penalty)
SV: Fort +19, Ref +18, Will +18
AB: S 25, D 21, Cn 23, I 12, W 16, Ch 20
SK/F: Lis +20, Spot +20; Climb +30, Hide +20, Jump +30, M Sil +20, Srch +16, S Mot +18, Surv +18; Track
CR: 12
ECL: 18

**Monster Manual III*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Rot Scarab Swarm: N D Vermin (Swarm)

HD: 2 (17 hp) **INIT:** +2
AC: 16 (T 16, FF 14) **SPD:** 20 ft., C 20 ft.
ATK: Swarm (2d6 plus devour)
SA/SQ: Darkvision 60 ft.; devour* (4d6 dmg to nauseated/stunned/helpless creatures in swarm's space), distract (nauseated 1 rd, Fort 15 neg), imm wpn dmg, reach 0 ft., swarm atk (enter space, no atk roll), swarm traits, vermin traits
SV: Fort +7, Ref +2, Will +1
AB: S 1, D 15, Cn 18, I —, W 12, Ch 4
SK/F: Lis +1, Spot +1; Climb +10
CR: 3

D&D ROLEPLAYING STATS Illus. Ron Spencer

Nightmare: LE L Outsider (Evil, Extraplanar)

HD: 6 (45 hp) **INIT:** +6
AC: 24 (T 11, FF 22) **SPD:** 40 ft., F 90 ft. (G)
ATK: 2 hooves +9 (1d8+4 plus 1d4 fire, evil) *and* bite +4 (1d8+2, evil)
SA/SQ: Darkvision 60 ft.; astral proj at will (as spell, CL 20th), ethereal at will (as spell, CL 20th), smoke 1/rd (free: cone, 15 ft., conceal plus –2 atk/dmg 1d6 min. after exit cone; Fort 16 neg)
SV: Fort +8, Ref +7, Will +6
AB: S 18, D 15, Cn 16, I 13, W 13, Ch 12
SK/F: Lis +12, Spot +12; Conc +12, Intim +10, M Sil +11, Srch +10, S Mot +10, Surv +10; Run
CR: 5
ECL: 10

D&D ROLEPLAYING STATS Illus. Ron Spencer

Blood of Vol Fanatic: NE M Humanoid (Human) Bbn6

HD: 6 (57 hp) **INIT:** +1
AC: 13 (T 11, FF 13) **SPD:** 40 ft.
ATK: Dagger +11/+6 (1d4+4/19–20, magic)
SA/SQ: Berserker strength* (whenever hp drop below 5: +4 Str, +2 saves, –2 AC, DR 2/—), imp uncanny dodge, trap sense +2
SV: Fort +7, Ref +3, Will +2
AB: S 16, D 13, Cn 14, I 8, W 10, Ch 12
SK/F: Lis +6, Spot +4; Intim +10, Jump +16; Dodge, Endur, Unquenchable Flame of Life** (+2 saves against undead abilities)
POSS: Cultist robes (counts as padded), *am nat armor +1*, *+1 bloodfang***, *pot mag armor*
CR: 6

**Player's Handbook II*: Alternate class feature ***Faiths of Eberron*

D&D ROLEPLAYING STATS Illus. Ron Spencer

Sahuagin: LE M Monstrous Humanoid (Aquatic) Rgr3

HD: 5 (36 hp) **INIT:** +1
AC: 16 (T 11, FF 16) **SPD:** 30 ft., S 60 ft.
ATK: Spear +11 (1d8+7/×3) *and* bite +8 (1d4+2); **or** 2 talons +10 (1d4+5) *and* bite +8 (1d4+2)
SA/SQ: Blindsense 30 ft., darkvision 60 ft.; blood frenzy 1/day (once hurt: +2 Str, +2 Con, –2 AC, can't end voluntarily), fav enemy (humans +2), freshwater sensitivity, light blindness, 2 rakes (+8 atk, 1d4+2 dmg; grp +10 or swimming), reach 10 ft. (longspear), spk sharks, water dependent (7 hrs out of wtr), wild emp +4 (+0 magical beasts)
SV: Fort +7, Ref +7, Will +6
AB: S 20, D 12, Cn 15, I 12, W 14, Ch 12
SK/F: Lis +7 (+11 underwater), Spot +7 (+11 underwater); H Animal +4 (+8 sharks), Hide +6 (+10 underwater), M Sil +10, Surv +8 (+12 near home), Swim +13; Endur, Pow Atk, Track
POSS: Mwk longspear **CR:** 5 **ECL:** 7

D&D ROLEPLAYING STATS Illus. Wayne England

Osyluth: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 10 (95 hp) **INIT:** +9
AC: 25 (T 14, FF 20) **SPD:** 40 ft.
ATK: Bite +14 (1d8+5, evil, lawful) *and* 2 claws +12 (1d4+2, evil, lawful) *and* sting +12 (3d4+2, evil, lawful plus poison)
SA/SQ: See in darkness; DR 10/good, fear aura (5-ft. radius, as *fear*, Will 17 neg), imm fire and poison, poison (Fort 20, 1d6 Str/2d6 Str), reach 10 ft., resist acid 10 and cold 10, SR 21
SV: Fort +12, Ref +12, Will +11
AB: S 21, D 21, Cn 21, I 14, W 14, Ch 14
SK/F: Lis +17, Spot +17; Bluff +15, Conc +18, Hide +14, Intim +17, M Sil +18, Srch +15, S Mot +15
SPELLS: (Spell-Like Abilities; CL 12th) At will—*dim anchor*, *fly*, *gr tport* (self + 50 lb.), *invis* (self), *maj image* (DC 15), *wall ice* (DC 16); 1/day—*summ baatezu* (1 osyluth, 35%)
CR: 9

D&D ROLEPLAYING STATS

Guardian Mummy: LE M Undead

HD: 8 (55 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Khopesh +11 (1d8+10/19–20); **or** slam +11 (1d6+10 plus mummy rot)
SA/SQ: Darkvision 60 ft.; DR 5/—, despair (on sight, paral 1d4 rds; Will 16 neg), mummy rot (Fort 16, incub 1 min., 1d6 Con +1d6 Cha/day until death or *br ench/rem curse*), undead traits, vuln fire
SV: Fort +4, Ref +2, Will +8
AB: S 24, D 10, Cn —, I 6, W 14, Ch 15
SK/F: Lis +8, Spot +8; Hide +7, M Sil +7
POSS: Khopesh*
CR: 5

**Arms and Equipment Guide*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Cyclops*: NE L Giant

HD: 10 (95 hp) **INIT:** +1
AC: 23 (T 10, FF 22) **SPD:** 40 ft.
ATK: Spear +17/+12 (2d6+10)
SA/SQ: Low-light; reach 10 ft. (15 ft. longspear), restricted vision* (if flanked, attackers get +3 atk instead of +2)
SV: Fort +12, Ref +4, Will +5
AB: S 25, D 12, Cn 21, I 8, W 14, Ch 10
SK/F: Lis +5, Spot +2; Intim +10, Jump +7; B-Fight, Pow Atk, Pow Charge** (+2d6)
POSS: Breastplate, longspear
CR: 5
ECL: 13

*New creature **Monster Manual IV*

D&D ROLEPLAYING STATS Illus. David Griffith

Spined Devil*: LE M Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 7 (52 hp) **INIT:** +6
AC: 22 (T 16, FF 16) **SPD:** 20 ft., F 100 ft. (Pr)
ATK: 2 talons +9 (1d4+3 plus 1d4 fire, evil, lawful, magic); **or** spine +13 rg (1d4+2 plus 1d4 fire, evil, lawful, magic plus pain)
SA/SQ: See in darkness; DR 5/magic, imm fire and poison, resist acid 10 and cold 10, SR 16, pain (–2 AC, –10 ft. spd, 1 min or until receive magic healing; Fort 16 neg)
SV: Fort +8, Ref +11, Will +8
AB: S 14, D 23, Cn 16, I 8, W 13, Ch 14
SK/F: Lis +11, Spot +11; Bluff +12, Dipl +16, Hide +16, M Sil +16, S Mot +11; Pt Blk Shot, Prec Shot
SPELLS: (Spell-Like Abilities; CL 5th) 3/day—*disg self*, *prod flame* (+12 tch/+14 rg tch); 1/day—*stink cld* (DC 15), *summ baatezu* (2 spined devils, 35%)
CR: 6 *Fiendish Codex II; advanced to 7 HD

D&D ROLEPLAYING STATS Illus. David Griffith

Sahuagin Baron: LE L Monstrous Humanoid (Aquatic) Ftr2

HD: 8 (75 hp) **INIT:** +1
AC: 19 (T 11, FF 17) **SPD:** 30 ft., S 60 ft.
ATK: Spear +15/+10 (2d6+13/×3, magic) *and* dagger +14 (1d6+5/19–20, magic) *and* 2 talons +13 (1d6+4) *and* bite +13 (1d6+4); **or** 4 talons +15 (1d6+8) *and* bite +13 (1d6+4)
SA/SQ: Blindsense 30 ft., darkvision 60 ft.; blood frenzy 1/day (once hurt: +2 Str, +2 Con, –2 AC, can't end voluntarily), freshwater sensitivity, light blindness, 2 rakes (+13 atk, 1d6+4 dmg; grp +20; 2 extra rakes swimming), reach 10 ft., spk sharks, water dependent (10 hrs out of wtr)
SV: Fort +9, Ref +7, Will +6 **AB:** S 26, D 14, Cn 18, I 12, W 12, Ch 14
SK/F: Lis +7 (+11 underwater), Spot 7 (+11 underwater); H Animal +4 (+8 sharks), Hide –2 (+2 underwater), Intim +11, Surv +7 (+11 near home), Swim +16; Leader 10, Pow Atk, Pow Charge* (+2d6) **POSS:** *+1 spear, +1 dagger*
CR: 5 **EL:** 11 *Monster Manual IV*

D&D ROLEPLAYING STATS Illus. Ron Spencer

Demonweb Swarm (Lolth-Touched* Spiders): CE D Vermin (Swarm)

HD: 2 (15 hp) **INIT:** +3
AC: 17 (T 17, FF 14) **SPD:** 20 ft., C 20 ft.
ATK: Swarm (1d6 plus poison)
SA/SQ: Darkvision 60 ft., tremorsense 30 ft.; distraction (nauseated 1 rd., Fort 14 neg), imm fear and wpn dmg, poison (Fort 14, 1d3 Str/1d3 Str), reach 0 ft., swarm atk (enter space, no atk roll), swarm traits, vermin traits
SV: Fort +3, Ref +3, Will +0
AB: S 7, D 17, Cn 16, I —, W 10, Ch 2
SK/F: Lis +0, Spot +4; Climb +11, Hide +23, M Sil +7
CR: 2

*Monster Manual IV

D&D ROLEPLAYING STATS Illus. Ron Spencer

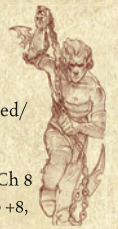
Blade Spider*: NE L Magical Beast

HD: 8 (76 hp) **INIT:** +5
AC: 17 (T 14, FF 12) **SPD:** 30 ft., C 20 ft.
ATK: 2 claws +10 (1d8+4); **or** bite +10 (1d8+6 plus wounding poison); **or** web +12 rg tch (entang)
SA/SQ: Darkvision 60 ft., low-light, tremorsense 60 ft.; imp grab (2 claws, grp +15; auto bite), thrown web 3/day (12 hp, DR 5/—, Esc DC 18, break DC 18), wounding poison (Fort 18, 2 hp per rd/—, DC 18 Heal check or *cure* spell ends with DC 18 caster lvl chk)
SV: Fort +10, Ref +11, Will +5
AB: S 16, D 21, Cn 19, I 2, W 12, Ch 3
SK/F: Lis +9, Spot +9; Climb +11, Hide +9 (+17 web), Jump +13, M Sil +8 (+16 web)
CR: 5

*New creature

D&D ROLEPLAYING STATS Illus. Arnie Swekel

Shadar-Kai* Assassin: LE M Fey (Extraplanar) Rog3/Asn1



HD: 7 (49 hp) **INIT:** +5
AC: 17 (T 15, FF 12) **SPD:** 30 ft.
ATK: Spiked chain +10 (2d4+2, magic)
SA/SQ: Superior low-light; death atk (DC 12), evasion, hide in plain sight, reach 10 ft. (spiked chain), shadow curse* (1 neg lvl when dazed/staggered/stunned/unconsc, can't be raised; Will 15 neg), sneak atk +4d6, trap sense +1, trapfinding
SV: Fort +5, Ref +11, Will +4 **AB:** S 13, D 20, Cn 17, I 12, W 8, Ch 8
SK/F: Lis +11, Spot +11; Bal +7, Hide +15 (+25 dark/shadows), Jump +8, M Sil +15, Srch +9, Surv +7, Tmbl +14
SPELLS: Known (1/day) 1st—*disg self*, *tr strike*
POSS: Leather, *+1 spiked chain*, *am health +2*, *+1 gal-ralan** (–1 perm Con, +1 saves/+3 against death/energy drain/soul-affecting), *pot c's grace*, *2 night extract** (starlight, conceal or full conceal against creatures without low-light, no effect against darkvision; 20-ft.-radius)
CR: 5 **EL:** 8 *Fiend Folio*

D&D ROLEPLAYING STATS Illus. William O'Connor

Flame Snake* (Lesser): NE M Magical Beast (Fire)

HD: 8 (60 hp) **INIT:** +4
AC: 21 (T 14, FF 21) **SPD:** 40 ft., C 20 ft.
ATK: Bite +13 (1d8+3 plus 2d6 fire plus fiery poison) *and* tail spike +12 (1d6+1 plus 2d6 fire); **or** magma spit +12 rg tch (2d6 fire)
SA/SQ: Darkvision 60 ft., low-light, scent; constrict 2d6+3 plus 2d6 fire (grp +10), fast heal 3, fiery poison* (Fort 16, 1d4 Str/1d4 Str + 2 fire dmg/rd [max 10 rds]), imm fire, magma spit* 1/1d4 rds (on hit, Ref 16 or catch fire), uncanny dodge, vuln cold
SV: Fort +8, Ref +10, Will +4
AB: S 15, D 18, Cn 15, I 8, W 14, Ch 13
SK/F: Lis +5, Spot +4; Climb +10, Hide +7, M Sil +7
CR: 7

*Fiend Folio

D&D ROLEPLAYING STATS Illus. David Griffith

Boneshard Skeleton*: NE M Undead

HD: 4 (26 hp) **INIT:** +6
AC: 14 (T 12, FF 12) **SPD:** 30 ft.
ATK: Claw +5 (1d4+3) *and* sword +0 (1d6+1/19–20)
SA/SQ: Darkvision 60 ft.; DR 5/bludg, imm cold, shard burst* (at 0 hp: 5-ft.-radius, 6d6 pierc; Ref 15 half), undead traits
SV: Fort +1, Ref +3, Will +4
AB: S 16, D 15, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: Short sword
CR: 3

*New creature

D&D ROLEPLAYING STATS Illus. Tomás Giorello

Shadow Mastiff: NE M Outsider (Extraplanar)

HD: 4 (30 hp) **INIT:** +5
AC: 14 (T 11, FF 13) **SPD:** 50 ft.
ATK: Bite +7 (1d6+4)
SA/SQ: Darkvision 60 ft., scent; bay (300 ft., panicked 2d4 rds, Will 13 neg), shadow blend (total conceal except in full daylight), trip (bite, +10)
SV: Fort +7, Ref +5, Will +5
AB: S 17, D 13, Cn 17, I 4, W 12, Ch 13
SK/F: Lis +8, Spot +8; Hide +8, M Sil +8, Surv +8 (+12 tracking by scent); Dodge, Track
CR: 5
ECL: 7

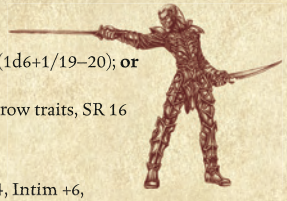
D&D ROLEPLAYING STATS Illus. Ron Spencer

Feral Troll: CE L Giant

HD: 6 (63 hp) **INIT:** +2
AC: 16 (T 11, FF 14) **SPD:** 30 ft.
ATK: 2 claws +9 (1d6+6) *and* bite +4 (1d6+3)
SA/SQ: Darkvision 90 ft., low-light, scent; regen 5 (normal dmg acid and fire), reach 10 ft., rend 2d6+9 (hit both claws)
SV: Fort +11, Ref +4, Will +3
AB: S 23, D 14, Cn 23, I 6, W 9, Ch 6
SK/F: Lis +5, Spot +6; Track
CR: 5
ECL: 11

D&D ROLEPLAYING STATS — Illus. Wayne England

Drow Blademaster: NE M Humanoid (Elf) Swb5*



HD: 5 (42 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Rapier +8 (1d6+2/18–20) *and* sword +7 (1d6+1/19–20); **or** rapier +10 (1d6+2/18–20)
SA/SQ: Darkvision 120 ft.; dodge bonus +1, drow traits, SR 16
SV: Fort +6, Ref +5, Will +2
AB: S 13, D 16, Cn 14, I 12, W 12, Ch 10
SK/F: Lis +3, Spot +3; Bal +5, Bluff +8, Dipl +4, Intim +6, Jump +11, Srch +3, S Mot +9, Tmbl +13
POSS: Mithral shirt, mwk rapier, mwk short sword, 2 *pot cure mod*, 2 doses drow poison (Fort 13, unconsc 1 min./unconsc 2d4 hr)
CR: 6
ECL: 7

**Complete Warrior*: Swb = swashbuckler class

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Naga: NE L Aberration

HD: 8 (60 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft.
ATK: Bite +11 (2d6+7, magic plus dream poison)
SA/SQ: Darkvision 60 ft.; DR 5/magic, dream poison (Fort 17, sleep 1 min./sleep 2d4 min.)
SV: Fort +5, Ref +6, Will +8
AB: S 21, D 14, Cn 17, I 16, W 15, Ch 18
SK/F: Lis +15, Spot +15; Bluff +9, Dipl +8, Intim +17, S Mot +13, Spell +9
SPELLS: (Spell-Like Abilities; CL 8th) At will—*det mag, det thgt* (DC 16), *tongues*; 3/day—*clairaud/clairvoy, locate obj*; 1/day—*disp mag, see invis*
CR: 6

D&D ROLEPLAYING STATS — Illus. Lucio Parrillo

Fire Archon*: CE M Elemental (Extraplanar, Fire)

HD: 8 (68 hp) **INIT:** +7
AC: 18 (T 13, FF 15) **SPD:** 40 ft.
ATK: Scimitar +10/+5 (1d6+7/18–20 plus 1d6 fire) /+10 (1d6+4/18–20 plus 1d6 fire); **or** scimitar +14/+9 (1d6+7/18–20 plus 1d6 fire)
SA/SQ: Darkvision 60 ft.; death throes (10-ft. radius, 5d8 fire; Ref 18 half), elemental traits, imm fire
SV: Fort +6, Ref +13, Will +7
AB: S 23, D 24, Cn 19, I 13, W 16, Ch 16
SK/F: Lis +7, Spot +8; Intim +14, Jump +12
SPELLS: (Spell-Like Abilities; CL 3rd) 3/day—*fireburst*** (10-ft.-radius, 3d8 fire; DC 15)
POSS: Mwk breastplate, 2 *+1 scimitars*
CR: 6

*New creature **Spell Compendium*

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Drow Spider Priestess: NE M Humanoid (Elf) Clr8

HD: 8 (56 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Mace +8/+3 (1d8+2, magic)
SA/SQ: Darkvision 120 ft; drow traits, rebuke spiders 6/day (+3, 2d6+11, 8th), rebuke undead 6/day (+5, 2d6+11, 8th), SR 19
SV: Fort +8, Ref +2, Will +9 **AB:** S 12, D 10, Cn 14, I 12, W 16, Ch 16
SK/F: Lis +5, Spot +5; Conc +10, Dipl +11, H Animal +7, Srch +3, Spell +4; Leader 11, Spiderfriend Magic* (own spells don't affect vermin allies), Vermin Trainer* (H Animal to train vermin)
SPELLS: 4th—*gt vermin, poison* (+7 tch, DC 17), *unh blight* (CL 9th; DC 17); 3rd—*b curse* (+7 tch, DC 16), *cure ser, disp mag, mag circ good* (CL 9th), *slashing darkness*** (+7 rg tch, 4d8 neg); 2nd—*b's strength, curse of ill fortune*** (2; –3 atk/save/chk), *sound bst* (DC 15), *summ swarm*; 1st—*bane* (DC 14), *cause fear* (2; DC 14), *cure lt* (2), *spider cl*. Domains: Evil, Spider**
POSS: Mwk chainmail, hvy steel shld, *+1 hvy mace, am health +2, spider box** (+4 saves spiderkind* poison, release spider swarm 2/day)
CR: 9 **ECL:** 10 **Drow of the Underdark* ****Spell Compendium***

D&D ROLEPLAYING STATS — Illus. Randy Gallegos

Bar-Lgura*: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 13 (150 hp) **INIT:** +4
AC: 24 (T 13, FF 20) **SPD:** 40 ft., C 20 ft.
ATK: 2 claws +22 (1d8+10, chaotic, evil) *and* bite +17 (1d8+5, chaotic, evil)
SA/SQ: Darkvision 60 ft.; abduction* (use *gr tport* to bring 1 L/2 M or smaller creatures; Will 18 neg), DR 10/cold iron or good, imm elec and poison, pounce (full atk when charging), reach 10 ft., resist acid 10, cold 10, and fire 10, SR 23
SV: Fort +15, Ref +12, Will +10
AB: S 30, D 18, Cn 24, I 13, W 14, Ch 12
SK/F: Lis +18, Spot +18; Bal +22, Climb +34, Hide +20, Intim +17, Jump +42, M Sil +20, Tmbl +22; Dodge, Cleave, Mobil, Pow Atk, Run
SPELLS: (Spell-Like Abilities; CL 13th) At will—*dark, cause fear* (DC 12), *disp mag, gr tport, see invis, tkinesis* (DC 16); 2/day—*disg self* (DC 12), *invis, maj image* (DC 14); 1/day—*summ tanar'ri* (1 bar-lgura, 35%)
POSS: *Bracers armor +1* **CR:** 9 **Fiendish Codex I*: Advanced to 13 HD

D&D ROLEPLAYING STATS — Illus. David Griffith

Large Fire Elemental: N L Elemental (Extraplanar, Fire)

HD: 8 (60 hp) **INIT:** +9
AC: 18 (T 14, FF 13) **SPD:** 50 ft.
ATK: 2 slams +10 (2d6+2 plus 2d6 fire)
SA/SQ: Darkvision 60 ft.; burn, DR 5/—, elemental traits, imm fire, reach 10 ft., vuln cold
SV: Fort +5, Ref +11, Will +2
AB: S 14, D 21, Cn 16, I 6, W 11, Ch 11
SK/F: Lis +5, Spot +6; Dodge, Mobil, Spring Atk
CR: 5

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Ettercap Webspinner: NE M Aberration

HD: 5 (27 hp) **INIT:** +3
AC: 14 (T 13, FF 11) **SPD:** 30 ft., C 30 ft.
ATK: Bite +5 (1d8+2 plus poison) *and* 2 claws +3 (1d3+1); **or** web +6 rg tch (entang)
SA/SQ: Low-light; poison (Fort DC 15, 1d6 Dex/2d6 Dex), thrown web 8/day (6 hp, double dmg fire, Esc DC 13, break DC 17)
SV: Fort +4, Ref +4, Will +6
AB: S 14, D 17, Cn 13, I 6, W 15, Ch 8
SK/F: Lis +4, Spot +8; Climb +10, Hide +9
CR: 3
ECL: 9

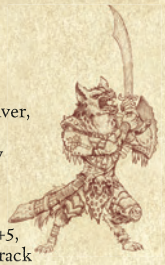
D&D ROLEPLAYING STATS — Illus. Arnie Swekel

Drider: CE L Aberration

HD: 6 (45 hp) **INIT:** +2
AC: 17 (T 11, FF 15) **SPD:** 30 ft., C 15 ft.
ATK: 2 daggers +3 (1d6+2/19–20) *and* bite +1 (1d4+1 plus poison); **or** bite +6 (1d4+3 plus poison); **or** dagger +5 rg (1d6/19–20)
SA/SQ: Darkvision 60 ft.; poison (Fort 16, 1d6 Str/1d6 Str), SR 17
SV: Fort +5, Ref +4, Will +8
AB: S 15, D 15, Cn 16, I 15, W 16, Ch 16
SK/F: Lis +9, Spot +9; Climb +14, Conc +9 (+13 cast def), Hide +10, M Sil +12
SPELLS: (CL 6th): 3rd—*lgt bolt* (2; DC 15); 2nd—*blur, scorch ray* (+5 rg tch), *web* (2; DC 14); 1st—*mag armor, mag missile* (2), *ray enfeeble* (+6 rg tch)
(Spell-Like Abilities; CL 6th) 1/day—*danc lgt* (DC 12), *clairaud/clairvoy, dark, det good/law/mag, disp mag, f fire, levitate, suggest* (DC 15)
POSS: 4 daggers **CR:** 7

D&D ROLEPLAYING STATS — Illus. Arnie Swekel

Werewolf Champion: CE M Humanoid (Human, Shapechanger)



HD: 7 (68 hp) **INIT:** +3

AC: 18 (T 13, FF 18) **SPD:** 40 ft.

ATK: Sword +10 (2d6+6/19–20) *and* bite +4 (1d6+2); **or** 2 claws +9 (1d4+4) *and* bite +4 (1d6+2)

SA/SQ: Low-light, scent; alt form (human or wolf), DR 10/silver, lycanthropy (Fort DC 15 neg), rage 2/day (+4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge, wolf empathy

SV: Fort +11, Ref +7, Will +5

AB: S 18, D 17, Cn 18, I 10, W 14, Ch 8

SK/F: Lis +7, Spot +7; H Animal +6, Hide +4, Intim +6, Ride +5, M Sil +3, Surv +9 (+13 tracking by scent); Cleave, Pow Atk, Track

POSS: Buckler, greatsword

CR: 6

ECL: 9

Shrieking Harpy: CE M Monstrous Humanoid

HD: 7 (31 hp) **INIT:** +2

AC: 13 (T 12, FF 11) **SPD:** 20 ft., F 80 ft. (Av)

ATK: Club +7/+2 (1d6) *and* 2 claws +2 (1d3)

SA/SQ: Darkvision 60 ft.; captivating song (300 ft., move toward harpy by most direct route until 1 rd after song ends; Will 16 neg), shriek 3/day (cone, 30 ft., 4d6 sonic, Will 16 half)

SV: Fort +2, Ref +7, Will +6

AB: S 10, D 15, Cn 10, I 7, W 12, Ch 17

SK/F: Lis +7, Spot +3; Bluff +11, Intim +7, Perf (oratory) +5; Dodge, Flyby Atk

CR: 4

ECL: 10

Ogre Brute: CE L Giant Bbn1

HD: 5 (55 hp) **INIT:** +0

AC: 17 (T 9, FF 17) **SPD:** 40 ft.

ATK: Club +11 (2d8+10)

SA/SQ: Darkvision 60 ft., low-light; rage 1/day (10 rds, +4 Str, +4 Con, +2 Will, –2 AC), reach 10 ft.

SV: Fort +11, Ref +1, Will +0

AB: S 24, D 11, Cn 20, I 6, W 8, Ch 8

SK/F: Lis –1, Spot +0; Intim +4, Jump +8; Imp Bull Rush, Pow Atk

POSS: Furs (count as hide), mwk greatclub

CR: 4

ECL: 7

Yuan-Ti Champion of Zehir: CE L Monstrous Humanoid

HD: 9 (67 hp) **INIT:** +5

AC: 27 (T 10, FF 26) **SPD:** 20 ft., C 15 ft., S 15 ft.

ATK: Khopesh +13/+8 (2d6+5/19–20, magic) *and* bite +7 (2d6+2 plus poison)

SA/SQ: Darkvision 60 ft., scent; constrict 1d6+6, imp grab (grp +17, constrict), poison (Fort 17, 1d6 Con/1d6 Con), reach 10 ft., SR 18

SV: Fort +6, Ref +7, Will +11

AB: S 19, D 13, Cn 17, I 20, W 20, Ch 18

SK/F: Lis +19, Spot +19; Climb +8, Conc +15, Hide +5, M Sil +9, Swim +4; B-Fight, Cbt Expert, Dodge, Mobil

SPELLS: (Spell-Like Abilities; CL 10th) At will—*alt form* (T to L viper; CL 19th), *ani trance* (DC 16), *aversion* (as *antipathy*, snakes only; DC 22), *cham power* (+10 Hide), *det poison* (CL 6th), *entang* (DC 15), *prod acid* (touch, 3d6 acid; 5d6 if grp); 3/day—*deep dark, neut poison, suggest* (DC 17); 1/day—*baleful pmorph* (DC 19; snake only), *fear* (DC 18)

POSS: Mwk breastplate, mwk hvy steel shld, *+1 khopesh**

CR: 7 **ECL:** 16 **Arms and Equipment Guide*

Snaketongue Cultist: NE M Humanoid (Human) Drd5

HD: 5 (31 hp) **INIT:** +2

AC: 12 (T 12, FF 10) **SPD:** 30 ft.

ATK: Staff +7 (1d6+4)

SA/SQ: Nature sense, resist nature's lure, trackless step, wild emp +8 (+4 mag beasts), wild shape 1/day (S or M animal), woodland stride

SV: Fort +5, Ref +3, Will +7

AB: S 10, D 14, Cn 12, I 8, W 16, Ch 15

SK/F: Lis +3, Spot +7; Conc +9, H Animal +9, Intim +4, Spell +7; Claws of the Beast* (+2 dmg unarmed/natural atk), Otherworldly Countenance* (2/day, sicken 1 target, 30 ft.; Will 14 neg), Thrall to Demon* (1/day, +1 atk/save/chk)

SPELLS: 3rd—*poison* (2; DC 16); 2nd—*bark* (2), *b's endurance, mass snake's swiftness*** (150 ft., 20-ft.-radius); 1st—*mag fang, shill, snake's swiftness*** (2; 35 ft., target makes immed atk); 0—*det mag* (2), *det poison* (2), *light*

POSS: Mwk quarterstaff, *cloak Cha +2*

CR: 5 **Fiendish Codex I* ***Spell Compendium*

Rage Drake*: CE L Dragon

HD: 14 (175 hp) **INIT:** +7

AC: 20 (T 12, FF 17) **SPD:** 60 ft.

ATK: 2 claws +21 (1d8+8/19–20) *and* bite +16 (2d6+4)

SA/SQ: Blindsense 30 ft., darkvision 60 ft., low-light; imm sleep and paral, imp grab (grp +26, rake, worry), rage 4/day (11 rds; +4 Str, +4 Con, +2 Will, –2 AC, not fatigued), rake 1d8+8 (+21 atk), worry* (stun smaller creature 1 rd, 1st rd after grab only, Fort 25 neg)

SV: Fort +15, Ref +12, Will +10

AB: S 27, D 17, Cn 23, I 4, W 12, Ch 10

SK/F: Lis +15, Spot +15; Hide +9, Jump +31, M Sil +13; Pow Atk

CR: 9

**Monster Manual III*

Yuan-Ti Champion of Zehir: CE L Monstrous Humanoid

Umber Hulk Delver: CE L Aberration

HD: 8 (71 hp) **INIT:** +1

AC: 18 (T 10, FF 17) **SPD:** 20 ft., B 20 ft.

ATK: 2 claws +11 (2d4+6) *and* bite +9 (2d8+3)

SA/SQ: Darkvision 60 ft., tremorsense 60 ft.; confusing gaze (30 ft.; confus, CL 8th; Will 15 neg), reach 10 ft.

SV: Fort +8, Ref +3, Will +6

AB: S 23, D 13, Cn 19, I 11, W 11, Ch 13

SK/F: Lis +11, Spot +0; Climb +12, Jump +5

CR: 7

Ravenous Ghoul: CE M Undead

HD: 2 (13 hp) **INIT:** +2

AC: 14 (T 12, FF 12) **SPD:** 30 ft.

ATK: Bite +2 (1d6+1 plus paral plus ghoul fever) *and* 2 claws +0 (1d3 plus paral)

SA/SQ: Darkvision 60 ft.; +2 turn resist, ghoul fever (Fort 12, incub 1 day, 1d3 Con + 1d3 Dex), paral (1d4+1 rounds, elves imm; Fort 12 neg), undead traits

SV: Fort +0, Ref +2, Will +5

AB: S 13, D 15, Cn —, I 13, W 14, Ch 12

SK/F: Lis +2, Spot +7; Bal +6, Climb +5, Hide +6, Jump +5, M Sil +6

CR: 1

YUAN-TI MALISON (Holy Guardian*): CE M Monstrous Humanoid

HD: 8 (52 hp) **INIT:** +5

AC: 18 (T 11, FF 17) **SPD:** 30 ft., C 20 ft., S 20 ft.

ATK: Bite +12 (1d6+4 plus poison); **or**
bow +10/+5 rg (1d8+4/×3)

SA/SQ: Darkvision 60 ft., scent; constrict 1d6+6, imp grab (bite, grp +12; constrict), poison (Fort 16, 1d6 Con/1d6 Con), SR 18

SV: Fort +4, Ref +7, Will +10 **AB:** S 19, D 13, Cn 15, I 19, W 19, Ch 17

SK/F: Lis +17, Spot +17; Climb +12, Conc +13, Hide +12, Swim +12; B-Fight, Dodge, Mobil

SPELLS: (Spell-Like Abilities; CL 11th) At will—*alt form* (T to L viper; CL 19th), *ani trance* (DC 15), *cause fear* (DC 14), *cham power* (+10 Hide), *det poison* (CL 6th), *entang* (DC 14); 3/day—*deep dark*, *disp mag*, *neut poison*, *res energy* (self only), *suggest* (DC 16); 1/day—*baleful pmorph* (DC 19; snake only), *venomous tentacles** (as *E's tentacles* plus poison: Fort 21, 1d6 Con/1d6 Con)

POSS: Mwk comp longbow (+4 Str bonus) w/ 50 arrows, 2 *oil mag wpn*

CR: 8 **ECL:** 14 **Serpent Kingdoms*

D&D ROLEPLAYING STATS Illus. Jim Nelson